Drawings:

FIG. 1

REPORTER Learning Process

1 of 12

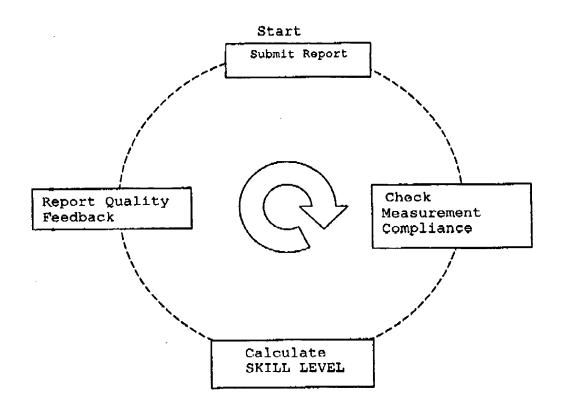
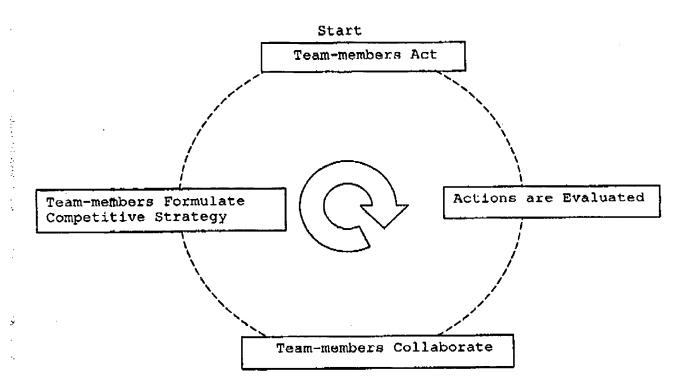


FIG. 2 Team-member Learning Process 2 of 12



Containment Diagram Showing Abstract Objects

REPORTER	
SKILL LEVE	SL .
CONTEST	
PLAYER	
POSSESSION	
ASPECT	
ERROR CORECTIO	ON

Reporter Administration System Registration Mechanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200

FIG. 5 Representative ASPECT Report 5 of 12

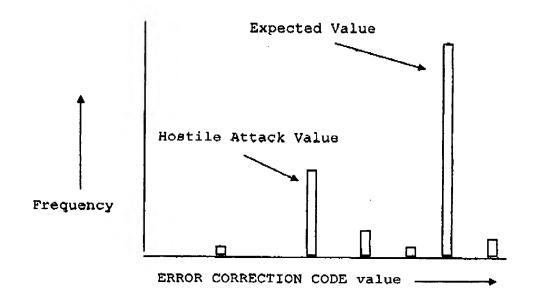


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

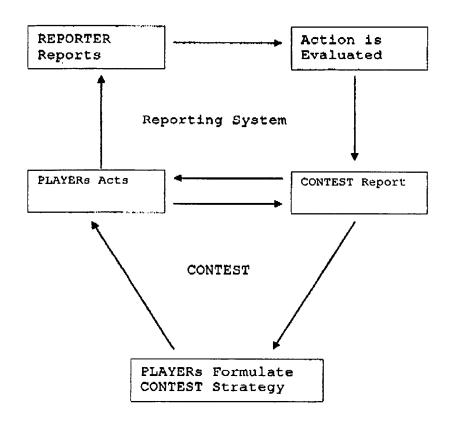
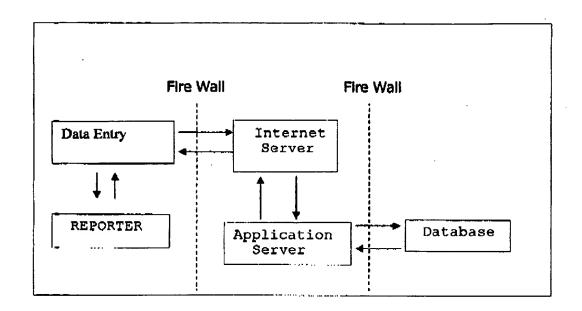


FIG. 7 Reporting System Configuration 7 of 12



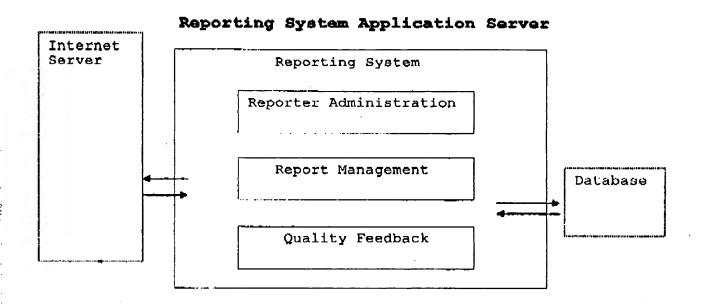
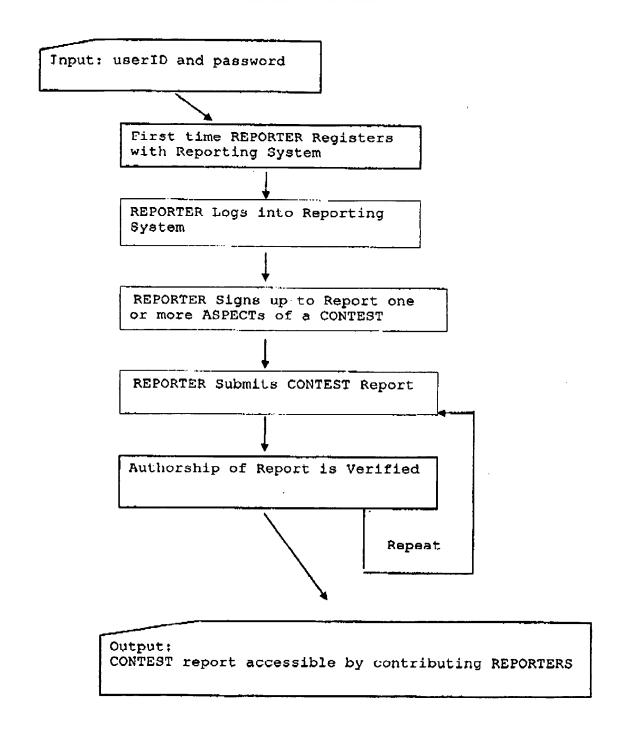


FIG. 9 Reporter Administration Process 9 of 12



(REPLACEMENT FIGURE 10)
FIG. 10 Report Management Process Sequence 10 of 12

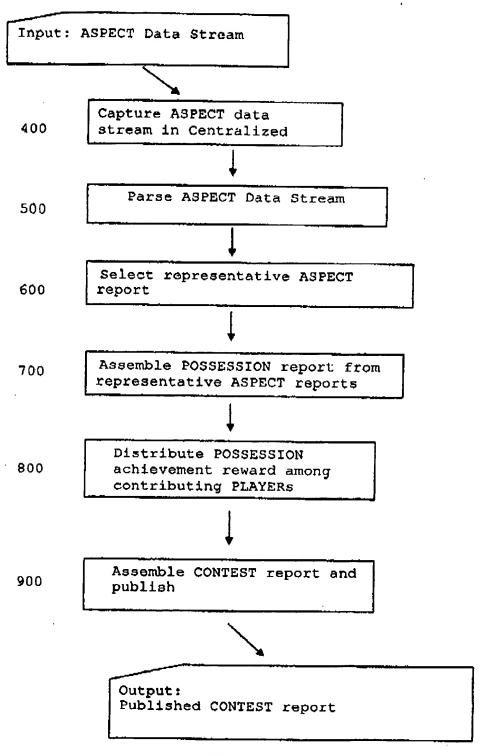


FIG. 11 Quality Feedback Process Sequence 11 of 12

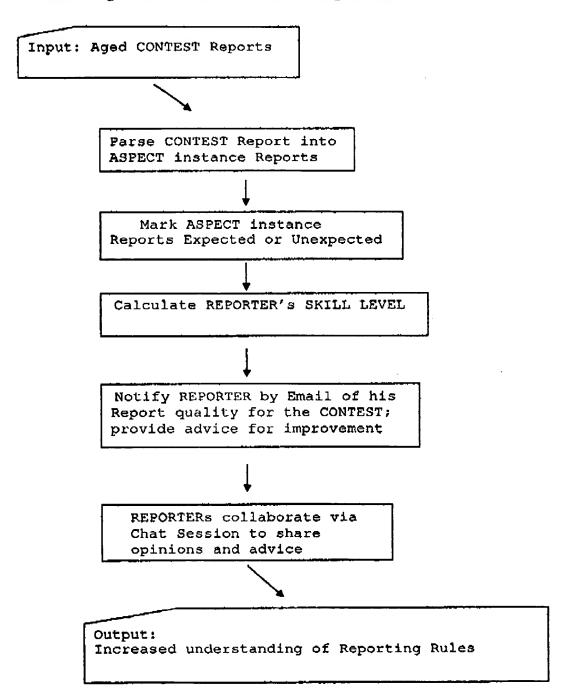


FIG. 12 PLAYER managed Reward System 12 of 12

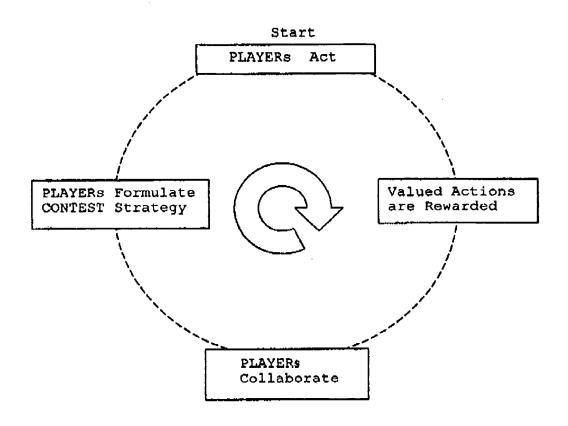


FIG. 1

REPORTER Learning Process 1 of 12

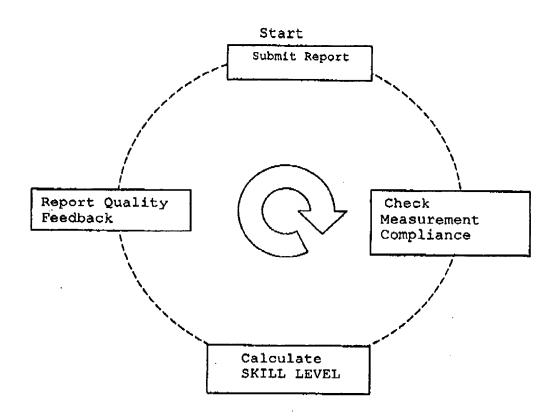
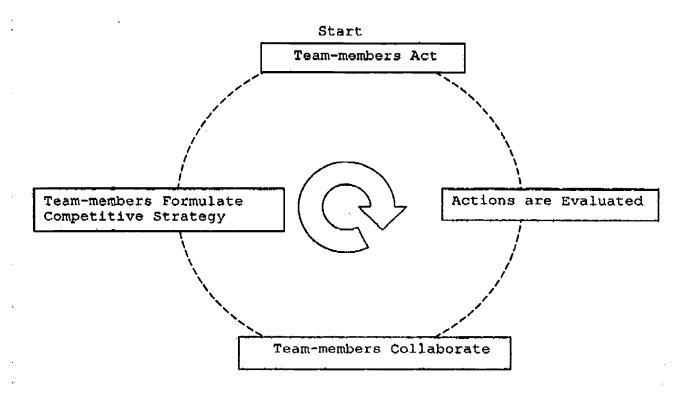


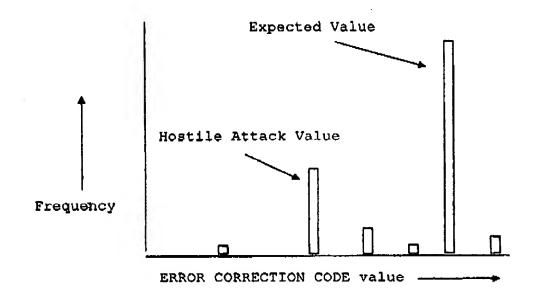
FIG. 2 Team-member Learning Process 2 of 12



Containment Diagram Showing Abstract Objects

	REPORTER
	SKILL LEVEL
	CONTEST
	PLAYER
	POSSESSION
٢	ASPECT

Reporter Administration System Registration Machanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200



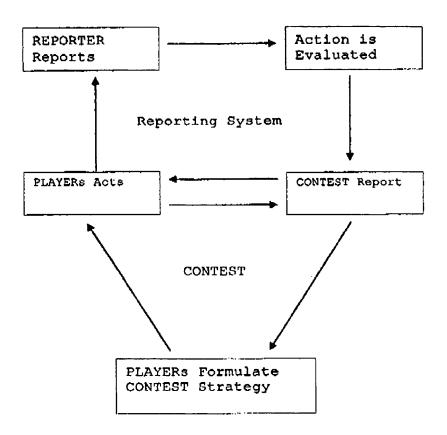
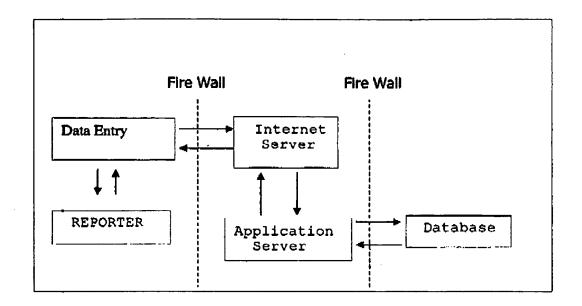


FIG. 7 Reporting System Configuration 7 of 12



Reporting System Application Server Reporting System Reporter Administration Report Management Database Quality Feedback

FIG. 9 Reporter Administration Process 9 of 12

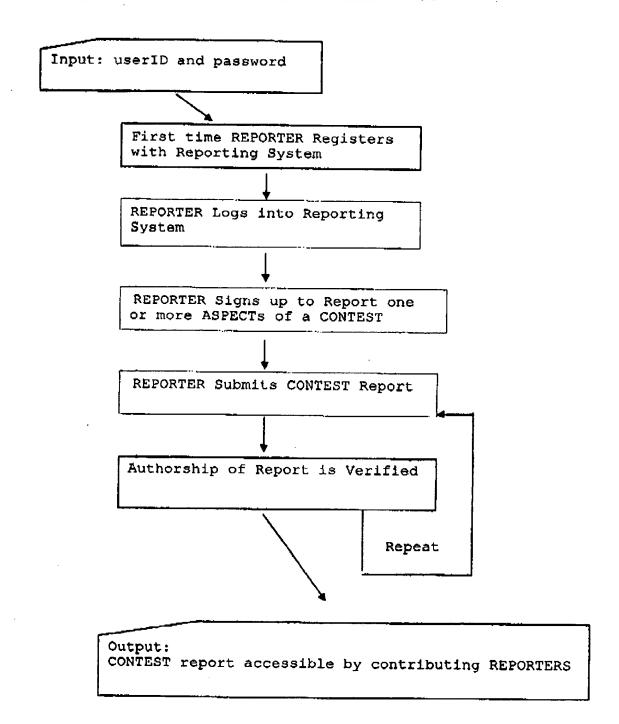


FIG. 10 Report Management Process Sequence 10 of 12

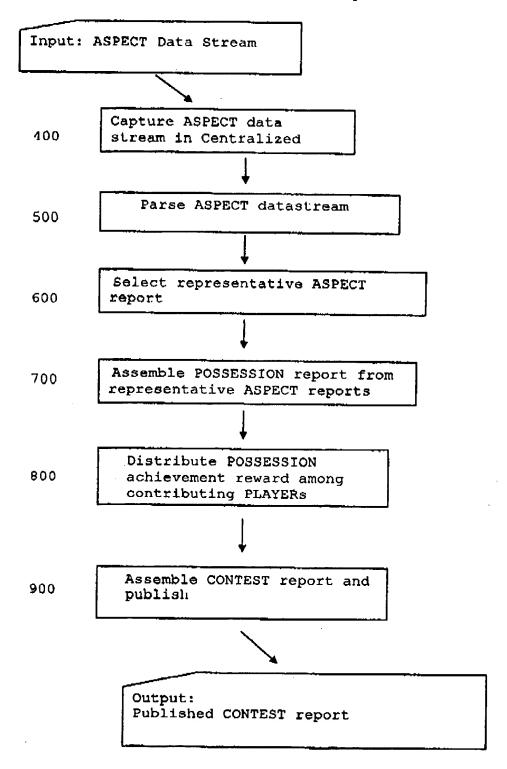


FIG. 11 Quality Feedback Process Sequence 11 of 12

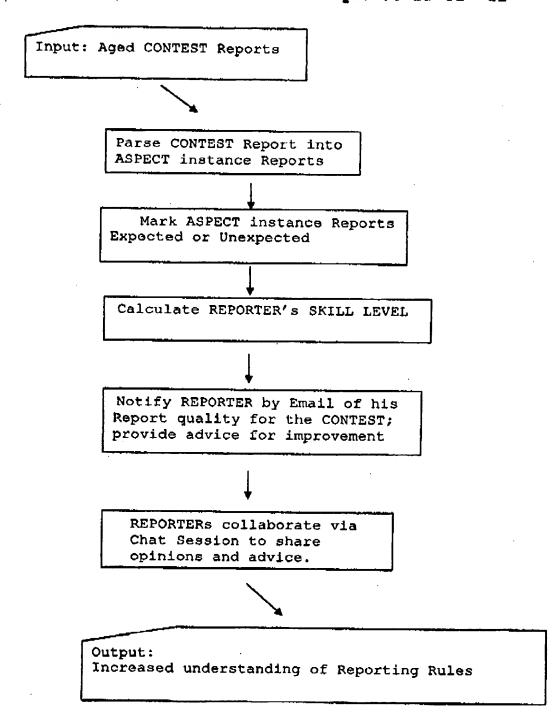
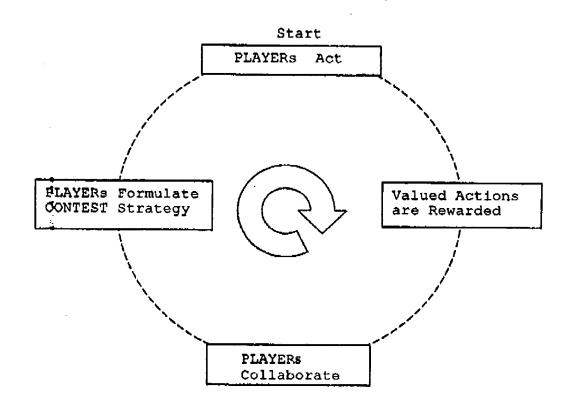


FIG. 12 PLAYER managed Reward System 12 of 12



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